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1   The elements of nature: interactive and realistic techniques   ■
◈ Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz,
   Doug Roble, Jos Stam, Jerry Tessendorf
   August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
              SIGGRAPH '04**
   Publisher: ACM Press
   Full text available: 📄 pdf(17.65 MB)   Additional Information: full citation, abstract

> This updated course on simulating natural phenomena will cover the latest research and
> production techniques for simulating most of the elements of nature. The presenters will
> provide movie production, interactive simulation, and research perspectives on the
> difficult task of photorealistic modeling, rendering, and animation of natural phenomena.
> The course offers a nice balance of the latest interactive graphics hardware-based
> simulation techniques and the latest physics-based simulation techni ...

2   Facial modeling and animation   ■
◈ Jörg Haber, Demetri Terzopoulos
   August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
              SIGGRAPH '04**
   Publisher: ACM Press
   Full text available: 📄 pdf(18.15 MB)   Additional Information: full citation, abstract

> In this course we present an overview of the concepts and current techniques in facial
> modeling and animation. We introduce this research area by its history and applications.
> As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We
> describe basic concepts of facial animation and present different approaches including
> parametric models, performance-, physics-, and learning-based methods. State-of-the-art
> techniques such as muscle-based facial animation, mass-s ...

3   Projectors: advanced graphics and vision techniques   ■
◈ Ramesh Raskar
   August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
              SIGGRAPH '04**
   Publisher: ACM Press
   Full text available: 📄 pdf(6.53 MB)   Additional Information: full citation

4   GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract

> The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

5   Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.22 MB)   Additional Information: full citation, abstract

> This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

6   Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB)   Additional Information: full citation, abstract, citings

> This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

7   Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB)   Additional Information: full citation, abstract, citings

> Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

8 <u>Clustered principal components for precomputed radiance transfer</u>

Peter-Pike Sloan, Jesse Hall, John Hart, John Snyder

.July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: <u>pdf(9.29 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

We compress storage and accelerate performance of precomputed radiance transfer (PRT), which captures the way an object shadows, scatters, and reflects light. PRT records over many surface points a transfer matrix. At run-time, this matrix transforms a vector of spherical harmonic coefficients representing distant, low-frequency source lighting into exiting radiance. Per-point transfer matrices form a high-dimensional surface signal that we compress using *clustered principal component analysi ...*

Keywords: *graphics hardware, illumination, monte carlo techniques, rendering, shadow algorithms*

9 <u>Conference abstracts</u>

January 1977 **Proceedings of the 5th annual ACM computer science conference**

Publisher: ACM Press

Full text available: <u>pdf(3.14 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

One problem in computer program testing arises when errors are found and corrected after a portion of the tests have run properly. How can it be shown that a fix to one area of the code does not adversely affect the execution of another area? What is needed is a quantitative method for assuring that new program modifications do not introduce new errors into the code. This model considers the retest philosophy that every program instruction that could possibly be reached and tested from the ...

10 <u>HLODs for faster display of large static and dynamic environments</u>

Carl Erikson, Dinesh Manocha, William V. Baxter

March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: <u>pdf(2.80 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: CAD, graphics systems, interactive display, level-of-detail algorithms, spatial data structures

11 <u>Facial animation & hair: An example-based approach for facial expression cloning</u>

Hyewon Pyun, Yejin Kim, Wonseok Chae, Hyung Woo Kang, Sung Yong Shin

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**

Publisher: Eurographics Association

Full text available: <u>pdf(9.61 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

In this paper, we present a novel example-based approach for cloning facial expressions of a source model to a target model while reflecting the characteristic features of the target model in the resulting animation. Our approach comprises three major parts: key-model construction, parameterization, and expression blending. We first present an effective scheme for constructing key-models. Given a set of source example key-models and their corresponding target key-models created by animators, we ...

Keywords: example-based synthesis, facial animation, facial expression cloning, motion

retargetting, scattered data interpolation

12 Shape modeling and textures: SmoothSketch: 3D free-form shapes from complex sketches

Olga A. Karpenko, John F. Hughes
July 2006   **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3
Publisher: ACM Press
Additional Information: full citation, abstract, references, index terms

> We introduce SmoothSketch---a system for inferring plausible 3D free-form shapes from visible-contour sketches. In our system, a user's sketch need not be a simple closed curve as in Igarashi's Teddy [1999], but may have cusps and T-junctions, i.e., endpoints of hidden parts of the contour. We follow a process suggested by Williams [1994] for inferring a smooth solid shape from its visible contours: completion of hidden contours, topological shape reconstruction, and smoothly embedding the shape ...

13 Commodity-based projection VR

Dave Pape, Josephine Anstey, Bill Sherman
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(2.23 MB)   Additional Information: full citation, abstract, references

> This course teaches the details of building a moderate-cost, single-screen projection-based virtual reality system. It will cover the basics of virtual reality - stereoscopy, tracking, audio - and the options for implementing them with commodity hardware. Open source software to drive the system will also be discussed.

14 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.17 MB)   Additional Information: full citation, abstract

> Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

15 Non-photorealistic rendering: Fast primitive distribution for illustration

Adrian Secord, Wolfgang Heidrich, Lisa Streit
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**
Publisher: Eurographics Association
Full text available: pdf(1.64 MB)   Additional Information: full citation, abstract, references, citings, index terms

> In this paper we present a high-quality, image-space approach to illustration that preserves continuous tone by probabilistically distributing primitives while maintaining interactive rates. Our method allows for frame-to-frame coherence by matching movements of primitives with changes in the input image. It can be used to create a variety of drawing styles by varying the primitive type or direction. We show that our approach is able to both preserve tone and (depending on the drawing style) hig ...

16 Precomputed light transport: Precomputed shadow fields for dynamic scenes

Kun Zhou, Yaohua Hu, Stephen Lin, Baining Guo, Heung-Yeung Shum
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(511.07 KB)   Additional Information: full citation, abstract, references, index terms

We present a soft shadow technique for dynamic scenes with moving objects under the combined illumination of moving local light sources and dynamic environment maps. The main idea of our technique is to precompute for each scene entity a *shadow field* that describes the shadowing effects of the entity at points around it. The shadow field for a light source, called a *source radiance field* (SRF), records radiance from an illuminant as cube maps at sampled points in its surrounding sp ...

Keywords: area lighting, environment lighting, precomputed source radiance, precomputed visibility, soft shadow, video texture lighting

17 zLayer: simulating depth with extended parallax scrolling

Desmond Hii
September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: pdf(626.68 KB)   Additional Information: full citation, references, index terms

18 Mobile devices: m-LOMA - a mobile 3D city map

Antti Nurminen
April 2006 **Proceedings of the eleventh international conference on 3D web technology Web3D '06**

Publisher: ACM Press

Additional Information: full citation, abstract, references, index terms

m-LOMA, mobile LOcation-Aware Messaging Application, is designed to be a mobile portal to location-based information in cities. The user can perform textual searches to location-based content, navigate using 2D maps assisted by a GPS, and leave messages to the environment, or recognize the environment from a 3D map. The 3D map view is the key feature of the m-LOMA system. The m-LOMA client is capable of rendering photorealistic 3D city models with augmented location-based information in a ...

Keywords: 3D graphics, 3D maps, GIS, VRML, mobile computing, mobile guides, visibility

19 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB)   Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively

executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

20 Games, user interface and performing arts: Entertaining with science, educating with dance
Jennifer Burg, Karola Luttringhaus
April 2006 **Computers in Entertainment (CIE),** Volume 4 Issue 2
Publisher: ACM Press
Full text available: pdf(471.96 KB)   Additional Information: full citation, abstract, references, index terms

Two dance performances were produced as a collaboration between a modern dance company and university scientists. The performances were thematically based on concepts from mathematics and computer science and used digital imagery, poetry, and real-time computation directed by a MIDI device. The first production played on the Fibonacci sequence and the Golden Ratio and involved real-time fractal computation in response to the dancers' movements. The second production introduced, at the layperson' ...

Keywords: Digital media, Turing machine, multimedia, parallel computation, real-time computation

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